

# MICRO MEDIA MAGAZINE™

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## ATARI \* EDITION

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MICRO MEDIA MAGAZINE

ATARI EDITION

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In this first issue of Micro Media Magazine we are introducing ATARI users to the concept of a computer magazine on diskette. This issue is general in nature containing business, utility and entertainment software. In addition, editorial and advertisement material may be viewed. Where a given program requires detailed instructions, such as QUICK-EDIT, a separate .DOC file is maintained. This file may be printed out if a hard copy is needed.

Micro Media Magazine is distributed as a group of programs and articles on a bootable diskette under ATARI DOS version 1. To view this issue perform the following steps:

1. Install BASIC cartridge, CXL4002 in left slot.
2. Mount Micro Media Magazine diskette in drive 1 in the normal fashion.
3. Turn computer power on.
4. After DOS has booted and "READY" is displayed type RUN"D:INTRO".

The front cover of the magazine will be displayed. You may now sequentially flip through the first part of the magazine. This will include Soapbox (editorial), In This Issue, and advertising section. The table of contents will be displayed next, listing all user executable programs. A brief description of each program is given on the back cover.

If you have any trouble running the magazine please let us know. We will do whatever is necessary to get you up and running.

## VOLUME I ISSUE # 3

1. PERSONAL FINANCE (Part 2) This installment of PERSONAL FINANCE provides the features of bank statement reconciliation, monthly budget/category entry, graphical analysis of budget/expenses, and report printout. Plus updates to Part 1 Programs. Truly a powerful software package.
2. SUPERDUP This is a very special disk utility that will copy any ATARI formatted diskette regardless of data. Performs a sector by sector copy of the diskette. This utility is made part of ATARI DOS 2.05.
3. CARTCOPY This program will copy and ROM cartridge and store the program as an autorun or autoboot file on diskette. This works for both language and game cartridges. DOS 2.05 has been modified to allow the RUN CARTRIDGE (B) command to work with these RAM resident programs.
4. DISK LABEL Include with this issue is a sample set of labels that will fit onto your diskette. DISK LABEL will print the diskette directory onto the label in condensed format using an EPSON MX-80 printer or equivalent.
5. FRONT COVER Another in a series of unique animation sequences from MICRO MEDIA MAGAZINE.
6. EDITORIAL Bits and pieces of information that may prove useful to some readers.

## VOLUME I ISSUE # 4

1. MAPLE LEAF RAG This well done rendition of a popular Scott Joplin tune is especially fun because it is interactive!
2. BUFFY The performance technique is quite different from the piece above, but the effect is still quite dazzling! BUFFY was originally created with the MUSICAL COMPOSER but is here played from BASIC.
3. ADDRESS FILE This is a useful program for storing names and addresses and creating mailing labels. It is menu drive and very easy to use.
4. BOOTCOPY Use this valuable utility for making backups of your your cassette boot programs onto disk.
5. CAR RACE Here is a fast, exciting game to test your reflexes and concentration. You race a car along a curvy track which becomes more narrow as the game progresses!
6. COMPUCOURSE 1 This is the first installment of a series of unique interactive tutorials. The approach is to demonstrate it with an example. If possible the reader is asked to participate. The many useful techniques presented should be of interest to all programmers, novice and advanced.



# A T A R I =====

## S U B S C R I P T I O N   O R D E R   F O R M

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| <input type="checkbox"/> Annual Subscription<br>(Begin with current issue) | \$60.00 *       | \$75.00 *                      |

### FORMAT INFORMATION

\* This represents your best value

ATARI 400/800, DOS II, minimum single disk system. 32K memory suggested, many programs will run in less memory space.

If your friends would like to be placed on our regular mailing list, Please list their NAME, ADDRESS, and ZIP CODE.

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# ATARI INDEX =====

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| 2. LANDER   | A BASIC moon landing simulation. Requires one paddle controller.   |
| 3. BIGBANG  | A BASIC brain tease for one player. Try to recreate the theory of the universe!  |
| 4. TAPEDUPE | A BASIC program to load, examine and copy machine language cassettes.  |
| 5. TVTEST   | A BASIC utility to aide in aligning your color TV or color monitor.  |
| 6. QUIKEDIT | A BASIC page editor to allow generation of text and saving it to diskette for later recall. This is an Micro Media Magazine feature article. |
| 7. CHECKERS | A BASIC simulation of a fast game of checkers. Uses redefined character set.   |
| 8. PATTERNS | A BASIC demonstration program. Generates random symmetrical patterns: quilts, belts and stars.   |

## VOLUME I    ISSUE # 2

- |                                 |  |
|---------------------------------|--|
| 1. PERSONAL FINANCE<br>(Part 1) | This is a set of powerful BASIC programs and utilities that will provide for the input and analysis of all personal of small business financial transactions. So personalized and easy to use you'll want to start using it immediately. |
| 2. QUIKEDIT UPDATE              | As promised, additional features have been added to the text editor presented last issue. CHAINING and PRINTING are now supported. Updated instructions are included in QUIKEDIT.DOC.  |
| 3. 1ATZEE                       | This is the popular dice game for one to three players. Continuous score board display. Requires one joystick.   |
| 4. SAUCER SHOOT                 | Here's one for the kids and adults alike. Shoot down the flying saucers as they randomly fly by. This BASIC program develops good eye and - hand coordination. Requires one joystick.  |
| 5. FRONT COVER                  | Very interesting..... DON'T Miss it.   |
| 6. FANFARE                      | This is a stand alone version of the musical introduction for the FRONT COVER. Use it with your next pet project.  |
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Micro Media Magazine is looking for authors of software, articles, graphics and music for the ATARI computer. Payment schedule ranges up to \$300.00 for published works. Payment for software is based on quality not by the page. Product reviews and tutorials are paid by the word: two to five cents per word depending on quality. Submit your work on floppy disk or cassette. Also, if you have quality software that you would like to market through M-Cubed contact our Marketing Director.

|              |                       |
|--------------|-----------------------|
| David Alford | Publisher             |
| Kris Mraz    | Editor                |
| C.W. Camp    | Distribution          |
| John Pillow  | Marketing/advertising |



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